

**AMENDMENTS TO THE CLAIMS:**

The following listing of claims replaces all prior versions of the claims.

1. (Currently Amended) A game management system for managing various games that utilizes a roulette wheel with a plurality of pockets formed therein and a bet board having a plurality of bet areas formed corresponding to the pockets of the roulette wheel and that utilizes a chip betted on at least one of the bet areas while anticipating on which one of the pockets a roulette ball thrown in the roulette wheel stops,

the game management system comprising:

a first detecting device arranged on the roulette wheel for detecting a position of the pocket where the roulette ball stops on the roulette wheel, and types of value in the game corresponding to the pocket;

a second detecting device arranged on the bet board for detecting a bet position and bet value of the chip when the chip is betted on the bet area;

a measuring device configured to measure the total weight of all chips located on the bet area, divide the total weight of the chips by the unit weight of one chip, and compare the result to information from the second detecting device, the measuring device being constructed from a semiconductor pressure sensor and arranged in each of the bet areas in the bet board;

a payout calculating device for calculating a payout in the game based on the detected position of the pocket where the roulette ball stops and the value in the game detected by the first detecting device, the detected bet position and the detected bet value of the chip detected by the second detecting device; and

a managing device for managing a history of the game based on a result detected by the first detecting device, a result detected by the second detecting device and the payout calculated by the payout calculating device;

wherein the measuring device calculates a number of the chips by dividing the total weight of the chips by the unit weight of one chip,

wherein it is determined whether the chip is forged or not by comparing the calculated number of chips by the measuring device with the result detected by the second detecting device, and

wherein it is determined that the chip is forged when the calculated number of chips does not coincide with the result detected by the second detecting device.

2. (Currently Amended) The game management system according to claim 1, further comprising:

an identification card issuing device for issuing an identification card identifying a participant participating in the various games; and

a reading device for reading information identifying the participant recorded in the identification card issued by the identification card issuing device;

wherein the managing device manages the history of the game corresponding to the information identifying the participant read by the reading device based on the result detected by the first detecting device, the result detected by the second detecting device and the payout calculated by the payout calculating device.

3. (Original) The game management system according to claim 2, wherein the identification card has a deposit reference part for referring a deposit deposited by the participant therein, and

wherein the participant continues the game according to the deposit read from the deposit reference part.

4. (Previously Presented) The game management system according to claim 1, wherein the first detecting device comprises:

a first transmitting antenna and a first receiving antenna both of which are arranged parallel with each other on each of the pockets;

a first scanning driver connected to both the first transmitting antenna and the first receiving antenna;

a second transmitting antenna and a second receiving antenna both of which are arranged parallel with each other on each of the pockets, so as to cross the first transmitting antenna and the first receiving antenna at right angle;

a second scanning driver connected to both the second transmitting antenna and the second receiving antenna;

wherein the plurality of bet areas are arranged adjacent to each other, each of the bet areas being in a rectangular shape, wherein the first and second receiving and transmitting antennas are arranged so as to cross at an approximate center of each of the bet areas,

wherein the system is configured to send at least one scanning electric wave, and

wherein a wireless ID tag is embedded in the chip.

5. (Previously Presented) The game management system according to claim 4, wherein the first detecting device detects the pocket where the roulette ball stops by detecting a change of receiving state in electric wave detected by the first receiving antenna and the second receiving antenna, when scanning electric wave is sent from the

first transmitting antenna by the first scanning driver and is sent from the second transmitting antenna by the second scanning driver.

6. (Currently Amended) The game management system according to claim 5, further comprising:

an identification information recording device arranged in the roulette ball, identification information identifying the roulette ball being recorded in the identification information recording device;

wherein the identification information includes at least information in connection with origin of the roulette ball, a place where the roulette ball can be utilized and a kind of the roulette ball.

7. (Previously Presented) The game management system according to claim 6, wherein the identification information recording device comprises a subminiature wireless ID tag embedded in the roulette ball, and

wherein the identification information recorded in the subminiature wireless ID tag is read by the first detecting device.

8. (Previously Presented) The game management system according to claim 7, wherein it is determined whether the roulette ball can be utilized in the game or not, based on the identification information read by the first detecting device.

9. (Previously Presented) The game management system according to claim 1, wherein the second detecting device comprises:

a first transmitting antenna and a first receiving antenna both of which are arranged parallel with each other on each of the bet areas of the bet board;

a first scanning driver connected to both the first transmitting antenna and the first receiving antenna;

a second transmitting antenna and a second receiving antenna both of which are arranged parallel with each other on each of the bet areas, so as to cross the first transmitting antenna and the first receiving antenna at right angle; and

a second scanning driver connected to both of the second transmitting antenna and the second receiving antenna.

10. (Previously Presented) The game management system according to claim 9, wherein the second detecting device detects the bet area where the chip is betted by detecting a change of receiving state in electric wave received by the first receiving antenna and the second receiving antenna, when scanning electric wave is sent from the first transmitting antenna by the first scanning driver and is sent from the second transmitting antenna by the second scanning driver.

11. (Currently Amended) The game management system according to claim 10, further comprising:

a chip information recording device arranged in the chip, chip information being recorded in the chip information recording device;

wherein the chip information includes at least information in connection with a specific number for identifying the chip, bet value and a place where the chip is utilized.

12. (Previously Presented) The game management system according to claim 11, wherein the chip information recording device comprises a subminiature wireless ID tag embedded in the chip, and

wherein the chip information recorded in the subminiature wireless ID tag is read by the second detecting device.

13-16. (Cancelled)

17. (Currently Amended) A game system for conducting various games that a roulette wheel with a plurality of pockets formed therein and a bet board having a plurality of bet areas formed corresponding to the pockets of the roulette wheel are utilized and a chip is betted on at least one of the bet areas while anticipating on which one of the pockets a roulette ball thrown in the roulette wheel stops,

the game system comprising:

a first detecting device arranged on the roulette wheel for detecting a position of the pocket where the roulette ball stops on the roulette wheel and types of value in the game corresponding to the pocket;

a second detecting device arranged on the bet board for detecting a bet position and bet value of the chip when the chip is betted on the bet area;

measuring device configured to measure the total weight of all chips located on the bet area, divide the total weight of the chips by the unit weight of one chip, and compare the result to information from the second detecting device, the measuring device being constructed from a semiconductor pressure sensor and arranged in each of the bet areas in the bet board; and

a payout calculating device for calculating a payout in the game based on the position of the pocket where the roulette ball stops and the value in the game detected by the first detecting device, the bet position and the bet value of the chip detected by the second detecting device;

wherein the measuring device calculates a number of chips by dividing the total weight of the chips by the unit weight of one chip,

wherein it is determined whether the chip is forged or not by comparing the calculated number of chips by the measuring device with the result detected by the second detecting device, and

wherein it is determined that the chip is forged when the calculated number of chips does not coincide with the result detected by the second detecting device.

18-20. (Canceled)